1. (Amended) A game controller for communicating between a user and an electronic game device, comprising:

a portable housing;

a sensor attached to said housing and responsive to operation by the user to generate signals;

a radio frequency sender engaged with said sensor, wherein said sender is capable of time domain multiplexed transmission of said signals; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

8. (Amended) A game controller for communicating between at least two users and an electronic game device, comprising:

a portable housing;

at least two sensors engaged with said housing and responsive to operation by the persons to generate signals;

a radio frequency sender engaged with said sensors, wherein said sender is capable of time domain multiplexed transmission of said signals; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

10. (Amended) A game controller as recited in Claim 8, wherein [said] each sensor and [said receiver] engaged sender share a common address transmitted as one of said signals.

a4

13. (Amended) A game controller system as recited in Claim 8, wherein one of said sensors [said receiver] is capable of changing the frequency of the [receiving] signals transmitted to said radio frequency receiver [from at least two radio frequency senders operating on the same channel].

14. (Amended) A method for communicating between a user and an electronic game device, comprising:

operating a sensor engaged with a portable housing to generate signals in response to operation by the user;

detecting said signals with a radio frequency sender to transmit said signals with said sensor;

operating said radio frequency sender to transmit said signals with time domain multiplexing; and

receiving said radio frequency sender signals with a radio frequency receiver engaged with the electronic game device.

A